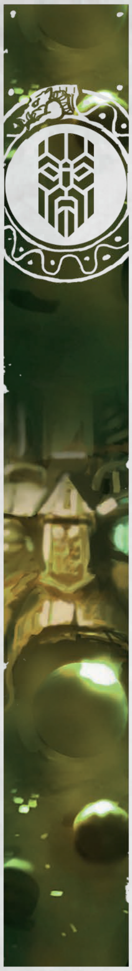


COMBAT PATROL: LEAGUES OF VOTANN

BANE-SYALER'S BULWARK

Campaigning across the stars as part of a Prospect – a Kin scouting and prospecting fleet – Kâhl Warspeke and his comrades fight to secure those resources or technologies they assess as valuable enough to be worth the lives and effort. They have little patience for other races' protestations of prior ownership or rights, and will resort to swiftly seizing their prizes by force the moment it becomes clear that threats alone will not do the job.

This Combat Patrol includes the units shown below.

A Vynn Bane-Slayer

(1 model)

- **This model is equipped with:** Autoch-pattern Combi-bolter; Mass Hammer.

B Einhyr Hearthguard

(5 models)

- **The Hesyr is equipped with:** Exoarmour Grenade Launcher; Graviton Hammer; Volkanite Disintegrator.
- **Every Einhyr Hearthguard is equipped with:** Exoarmour Grenade Launcher; Plasma Blade Gauntlet; Volkanite Disintegrator.

C Brôkhyr Thunderkyn

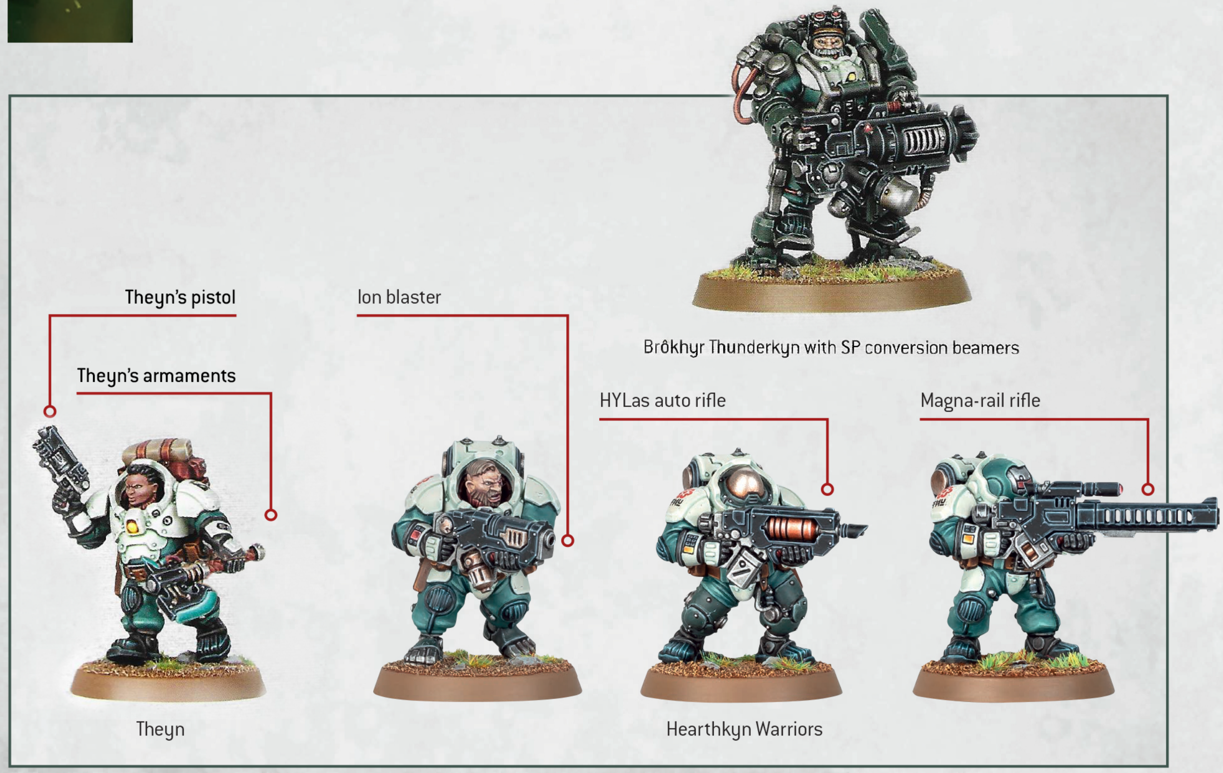
(3 models)

- **Every model is equipped with:** Powered Strikes; SP Conversion Beamer

D Hearthkyn Warriors

(10 models)

- **The Theyn is equipped with:** Autoch-pattern Bolt Pistol; Theyn's Armaments; Theyn Pistol.
- **6 Hearthkyn Warriors are equipped with:** Autoch-pattern Bolt Pistol; Ion Blaster; Armored Fists
- **1 Hearthkyn Warrior is equipped with:** Autoch-pattern Bolt Pistol; HYLas Auto Rifle; Armored Fists.
- **1 Hearthkyn Warrior is equipped with:** Autoch-pattern Bolt Pistol; Magna-rail Rifle; Armored Fists.
- **1 Hearthkyn Warrior is equipped with:** Autoch-pattern Bolt Pistol; Plasma Knife.



ABILITIES

PRIORITIZED EFFICIENCY

Units from your army have one of two abillities: Hostile Acquisition or Fortify Takeover (see below). During the battle, which your units have will change depending on how many Yield Points (YP) you currently have.

- At the start of the battle, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have fewer than 7YP, your units have Hostile Acquisition until the start of your next Command phase.
- At the end of your Command phase, if you have 7YP or more, your units have Fortify Takeover until the start of your next Command phase.

Hostile Acquisition

- Each time a model in this unit makes an attack that targets an enemy unit within range of one or more objective markers, add 1 to the Hit roll.
- You can re-roll Advance and Charge rolls made for this unit.

Fortify Takeover

- Each time a model in this unit makes an attack that targets an enemy unit, if this unit is within range of one or more objective markers you control, add 1 to the Hit roll.
- Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic and this unit is not a **VEHICLE**, subtract 1 from the Wound roll.

Yield Points

At the end of each player's Command phase, you gain 1YP if you control one or more objective markers within your deployment zone, and, from the second battle round onwards, you gain 1 additional YP for wach of the following conditions you satisfy:

- You control one or more objective markers not within your deployment zone.
- You control two or more objective markers not within your deployment zone.
- You control more objective markers than you opponent.

In your turn, YP gained in these ways are always gained before checking which abillity the units from your army have.

Whenever a rule allows you to spend YP, reduce the number of YP you have by that amount (your YP cannot go below 0), otherwise you cannot use this rule.

DETACHMENTS

SECURE RESOURCES

At the end of your Movement phase, if a friendly unit is controlling an **objective**, that **objective** is **secured**.

This Detachment has access to the **Take and Hold** Force Disposition.

ENHANCEMENTS

Your army has the Indomitable Exemplar Enhacement. You can replace this with Brôkhyr Barrage.

DEFAULT ENHANCEMENT

INDOMITABLE EXEMPLAR

EINHYR CHAMPION model only. In the Fight phase, when this model is **destroyed**, if this unit has not been **selected to fight** this phase, roll one D6: on a 2+, do not remove this model from the battlefield. When this unit has fought, or atleast at the end of the phase (whichever comes first), this model is removed from the battlefield.

OR

OPTIONAL ENHANCEMENT

BRÔKHYR BARRAGE

Upgrade: **BRÔKHYR THUNDERKYN** unit only.

- This unit's range attacks have **[IGNORES COVER]**.
- In your Shooting phase, when this unit has shot, you can select one enemy unit hit by those ranged attacks. If you do, that enemy unit makes a **battle-shock roll**.

STRATAGEMS

You can use the following Stratagems

OPPORTUNE ADVANCE

1CP

BANE-SLAYER'S BULWARK

WHEN: Your opponent's Shooting phase, when an enemy unit that targated a friendly **unengaged EINHYR HEARTHGUARD** unit has shot.

TARGET: That **EINHYR HEARTHGUARD** unit.

EFFECT: Your unit can make a **surge move** of up to D6+1".

POINT-BLANK FUSILLADE

1CP

BANE-SLAYER'S BULWARK

WHEN: Your Shooting phase, when a friendly unit is **selected to shoot**.

TARGET: That friendly unit.

EFFECT: Your unit's ranged attacks have **[CLOSE -QUARTERS]**.

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1CP

BANE-SLAYER'S BULWARK

WHEN: Any Command phase.

TARGET: One friendly **HEARTHKYN WARRIORS** unit.

EFFECT: Your unit has +1 **OC** until the end of the turn.

VYNN BANE-SLAYER

M	T	SV	W	LD	OC
5"	5	2+	5	7+	1

4+ **INVULNERABLE SAVE**

Combat Patrol Datasheet

Vynn Bane-slayer is renowned amongst his kindred as an executioner of the direst threats and a ruthless guardian of his people's future. Shielded by his suit of exoarmour, there is little that can slow his charge. When he hits home, the thunderous blows from his mass hammer strike hard enough to smash clean through armoured fortress gates.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern combi-bolter	24"	4	2+	4	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Mass hammer	Melee	3	3+	12	-3	D6+1

LEADER

This model can be attached to the following unit: **EINHYR HEARTHGUARD**

ABILITIES

CORE: **Leader**

FACTION: **Prioritised Efficiency**

Fast-firing Targeters: This unit's ranged attacks have **[ASSAULT]**.

Weavefield Crest: This model has 4+ **Invulnerable Save**.

KEYWORDS: **BANE-SLAYER'S BULWARK, CHARACTER, EINHYR, EINHYR CHAMPION, EXOARMOUR, INFANTRY**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

EINHYR HEARTHGUARD

M	T	SV	W	LD	OC
5"	5	2+	2	7+	1

5+ **INVULNERABLE SAVE**

Combat Patrol Datasheet

Clad in formidable exoarmour and equipped with a fearsome array of weaponry, Einhyr Hearthguard are a force to be reckoned with. Whether forming bodyguards around their oathband's heroes or striking deep into the heart of enemy territory, they are unstoppable on the attack and immovable in defence.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Exoarmour grenade launcher [BLAST 1]	24"	D3	3+	3	0	1
Volkanite disintegrator [DEVASTATING WOUNDS]	24"	3	3+	5	0	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Graviton hammer [ANTI-MONSTER/VEHICLE 3+]	Melee	3	4+	9	-1	3
Plasma blade gauntlet	Melee	3	3+	6	-2	1

ABILITIES

FACTION: **Prioritised Efficiency**

Decisive Destruction: This unit's ranged attacks that target the closest eligible target can re-roll **hit rolls** of 1.

Weavefield Crest: This unit has 5+ **Invulnerable Save**.

KEYWORDS: **BANE-SLAYER'S BULWARK, EINHYR, EXOARMOUR, INFANTRY**

FACTION KEYWORDS: **LEAGUES OF VOTANN**

HEARTHKYN WARRIORS

M	T	SV	W	LD	OC
5"	5	4+	1	7+	2

5+ INVULNERABLE SAVE

Combat Patrol Datasheet

Well-armoured, well-trained and equipped with powerful weaponry, Hearthkyn Warriors form the backbone of most oathbands. Led by their Theyns, they lay down hails of firepower, shrugging off the enemy's return volleys before storming in to shatter their wavering foes for good.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
Autoch-pattern bolt pistol [CLOSE-QUARTERS]	12"	1	4+	4	0	1
Theyn's pistol [CLOSE-QUARTERS]	12"	1	4+	8	-2	1
Ion blaster	18"	1	4+	5	-2	1
Magna-rail rifle [DEVASTATING WOUNDS, HEAVY]	18"	1	5+	12	-3	D3+3
HYLas auto rifle [ASSAULT, RAPID FIRE 3]	24"	3	4+	6	-1	1

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Theyn's armaments	Melee	2	4+	5	-2	2
Plasma Knife	Melee	2	4+	4	-2	1
Armoured fists	Melee	1	4+	4	0	1

ABILITIES

FACTION: **Prioritised Efficiency**

Panspectral Scanning: This unit's ranged attacks can re-roll **hit rolls** of 1.

Weavefield Crest: This unit has 5+ **Invulnerable Save**.

KEYWORDS: **Bane-Slayer's Bulwark, Explosives, Hearthkyn, Infantry**

FACTION KEYWORDS:
Leagues of Votann

BRÔKHYR THUNDERKYN

M	T	SV	W	LD	OC
5"	6	3+	2	7+	1

Combat Patrol Datasheet

When a Brôkhyr hooks into a powerful exoframe, they become Thunderkyn. Adapted from voidrigs used to maintain Kin spacecraft, these armoured exoskeletons exchange repair tools for massive heavy weapons, which the Brôkhyr use to lay down withering covering fire for the oathbands and to pick off enemy armour.

RANGED WEAPONS	RANGE	A	BS	S	AP	D
SP conversion beamer [CONVERSION, LETHAL HITS]	24"	2	4+	7	-2	3

Conversion: Each time an attack made with this weapon targets an enemy unit that is not within 12", an unmodified successful Hit roll of 4+ scores a Critical Hit.

MELEE WEAPONS	RANGE	A	WS	S	AP	D
Powered strikes	Melee	2	4+	4	0	1

ABILITIES

FACTION: **Prioritised Efficiency**

Breaching Fire: In your Shooting phase, after this unit has shot, you can select one enemy unit hit by one or more of those attacks. If you do, friendly units' ranged attacks that target that enemy unit have **[IGNORES COVER]**.

KEYWORDS: **Bane-Slayer's Bulwark, Brôkhyr, Exoframe, Infantry**

FACTION KEYWORDS:
Leagues of Votann